storing the bitmap and the pointers for later use in displaying the image, where the displayed image will include the pixels of the stored bitmap.

E1 10nCC

2. (AMENDED ONCE) The method of claim 1 wherein said boundaries comprise pixels of a first value, and said regions comprise pixels of values other than said first value.

3. The method of claim 1 further comprising assigning codes to said textures in said image.

4. The method of claim 3 wherein each of said pointers includes one of said codes.

5. The method of claim 1 wherein each of said pointers includes a location in one of said regions.

6. The method of claim 5 wherein each of said pointers comprises a single location.

7. The method of claim 1 wherein each of said regions comprises a single one of said textures.

8. The method of claim 1 wherein said boundaries comprise a first one of said textures.

E2 9. (AMENDED ONCE) The method of claim 8 wherein generating said bitmap comprises converting each pixel in said image which is not said first one of said textures to a second one of said textures.

10. The method of claim 9 wherein generating said pointers comprises finding a location in each of said regions which is not said second one of said textures.

11. (AMENDED ONCE) The method of claim 1 wherein said bitmap has one bit per pixel.

E3

12. (AMENDED ONCE) The method of claim 11 further comprising encoding said bitmap.

13. The method of claim 12 wherein said step of encoding comprises run-length-encoding.

SUB F2

14. (AMENDED FOUR TIMES) A method comprising:

compressing a digital image having at least three textures and at least two regions, to reduce the amount of storage space required for holding it prior to a time when the image is to be displayed, comprising:

assigning a code for each of said textures in said image;

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generating a pointer for each of said regions, each of said pointers associating its respective region with one of said textures, each of said pointers comprising a location and a code;

generating a bitmap, the bitmap representing only boundary pixels of a first one of said textures separating said regions in said image, by converting each pixel in said image not of said first one of said textures to a second one of said textures; and

storing the bitmap and the pointers for later use in displaying the image, where the displayed image will include the pixels of the stored bitmap.

15. (AMENDED FOUR TIMES) A computer stored data structure comprising:

a bitmap representing only boundaries separating regions in an image, said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image; and

pointers, each associating its respective region with a texture, where the stored bitmap and pointers will be used at a later time to display the image, where the displayed image will include the pixels of the stored bitmap.

16. The data structure of claim 15 further comprising a palette associating each of said textures with a code.

17. The data structure of claim 15 wherein each of said pointers includes a location and a code associated with a texture.

18. The data structure of claim 17 wherein each of said pointers comprises a single location and a single code.

19. (AMENDED ONCE) The data structure of claim 15 wherein said bitmap has one bit per pixel.

20. The data structure of claim 19 wherein said bitmap is encoded.

21. The data structure of claim 20 wherein said bitmap is run-length-encoded.

SUBF3

22. (AMENDED THREE TIMES) A method comprising:

decompressing a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

providing a bitmap representing only boundaries separating regions, said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image, where the displayed image will include the pixels of the stored bitmap;

E6

referencing a pointer that associates one of said textures with one of said regions; and

filling said one of said regions in said bitmap with said associated texture.

23. (AMENDED ONCE) The method of claim 22 wherein said bitmap has one bit per pixel.

24. The method of claim 23 further comprising decoding said bitmap.

25. The method of claim 24 wherein said decoding comprises run-length-decoding.

26. The method of claim 23 further comprising converting said bitmap from one bit per pixel to multiple bits per pixel.

27. (AMENDED ONCE) The method of claim 22 wherein filling said one of said regions comprises

E7 continued

referencing a pointer to determine a location, and

converting one of said regions containing said determined location into said associated one of said textures.

28. (AMENDED ONCE) The method of claim 27 wherein filling said one of said regions further comprises

determining a function associated with said associated one of said textures,

converting, according to said function, each pixel in said region containing said determined location into a pixel color.

29. The method of claim 28 wherein converting said each pixel comprises seed filling.

30. The method of claim 29 wherein said seed filling is commenced at said determined location.

31. (AMENDED FOUR TIMES) A method comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

providing a bitmap representing only boundaries separating regions, said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image, where the displayed image will include the pixels of the stored bitmap;

referencing a pointer that associates one of said textures with one of said regions;

filling said one of said regions in said bitmap with said associated one of said textures; and

overlaying said image on a background.

32. (AMENDED ONCE) The method of claim 31 wherein said steps of providing, referencing, filling, and overlaying are repeated for a succession of images to create the illusion of motion.

33. (AMENDED FOUR TIMES) A method comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed is reduced, comprising:

generating a bitmap representing only boundaries separating regions in said image, said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image, where the displayed image will include the pixels of the stored bitmap;

generating a pointer for each of said regions, each of said pointers associating its respective region with one of said textures;

storing the bitmap and the pointers for later use in displaying the image;

referencing said pointers associating said one of said textures with said one of said regions;

filling said one of said regions in said map with said one of said textures; and

overlaying said image on a background.

34. (AMENDED TWICE) Apparatus comprising:

a microprocessor;

a memory coupled to the microprocessor, the memory being configured to cause the microprocessor to:

compress a digital image having at least three textures to reduce the amount of storage space required for holding it prior to a time when the image is to be displayed, by:

a) generating a bitmap representing only boundaries separating regions in said image, said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image;

b) generating a pointer for each of said regions, each of said pointers associating its respective region with one of said textures; and

c) storing the bitmap and the pointers in a memory coupled to the microprocessor for later use in displaying the image, where the displayed image will include the pixels of the stored bitmap.